Version 3.8

Mournival Events Adeptus Titanicus Errata

The following rules are changes to the official GW books, FAQ and Errata

Optional rules are not used, except **Destructible Terrain** is used.

Stratagems that can only be played in the first round must all be played at the start of the first phase, before any other stratagem, e.g. **Vox Blackout**, can be played.

All forces (Loyalist Titan battlegroups, Knights Households etc.) may select **Battlefield Assets**.

The **Miracle of Mars** and **Veteran Machine Spirit** stratagems (from White Dwarf) cannot be selected.

Titans can **step over** terrain no higher than half the model's scale in centimetres (e.g. 4cm for a Reaver).

Titans cannot use Void Shields against damage caused by **Falling** models

If a **Blast** weapon is fired with the **Maximal** Trait and the target is out of range, still roll "to hit", to determine if the reactor increases. The Blast will automatically scatter as per the official Errata.

If a weapon with the **Carapace** and **Blast** traits targets a model that is of a lower Scale and inside the firing unit's Scale in inches, move the blast marker straight outwards toward the target point until it reaches a range equal to the firing model's Scale in inches, and then scatter the marker a full d10".

Reaver Carapace **Volkite Eradicator** has the Carapace Trait.

Warbringer and **Warmaster** Carapace weapon arc is Corridor (as per the Traitor Legios book).

If a Titan weapon suffers multiple hits and more than one of them causes the weapon to be **disabled**, the lowest roll necessary to disable the weapon does so, and the other armour rolls are **detonations** (excluding the first detonation on a Vortex weapon – see below).

Voidbreaker from Volkite weapons causes the given number of additional hits on Void Shields for each hit.

Vortex weapons that suffer a detonation: the first detonation is resolved as a Vortex hit on the model carrying the weapon. The weapon is then disabled for the remainder of the game.

A maximum of one **Vortex Missile** may be selected per Maniple.

The following Legios have adjustments to the base number of **Stratagem Points** they have each game:
Praesagius: -2SP
Venator, Astorum, Ignatum, Gryphonicus: -1SP
Lysanda, Astraman, Krytos, Interfector: +1SP

Crusade Titan Legio rules amendments/clarifications (Defence of Ryza book):
p. 99 Wargear: **Macro Charges** increases to 40 points for all Titans excluding Warbringers.
p.100 Wargear: **Tracking Gyroscopes** increases to 20 points for all Titans excluding Warbringers.
Players cannot construct a Legio with more than 8 Points of Legio Traits:

2 points	3 points	4 points	5 points
Dark Reputation Loci of the Cause The Path to Ascension	Fury of the Fallen Gunnery Command Motive Mastery Noble Lineage Forwards to Glory	Elite Magos Engines of War Plaything of the Gods Towering Exemplar Blood-fuelled	Duty and Honour Vanguard Fighters Masters of Defence

Knight Household rules

Knight Households may only draw **Stratagems** from pages 39-40 of Doom of Molech.

Additional Stratagem: Seasoned Hunters (3 Stratagem Points): Before deployment, a single Lance may be split into its constituent Banners for the duration of the game. These Banners ignore Lance coherency and are deployed and activated (including being given Orders) as individual Banners, not as part of a Lance. This Stratagem may be taken multiple times.

Version 3.8

Additional Options

Battlegroup lists can purchase 0-2 Stratagem Points @ 50 points per **Stratagem Point**

Weapons with **Shieldbane (Draining)** may be equipped with Enhanced Capacitors for +10 points, losing the Draining Trait

Warbringers can be equipped with any Reaver arm weapons.

Arcus Maniples may contain up to three Warbringers. The maximum number of Titans that may be taken in the Maniple is always five, regardless of the configuration.

Any **Warlord Arioch Power Claw** may be upgraded with a Vulcan Mega Bolter for +10 points.

Warlord Bellicosa Volcano Cannons may be equipped with Collimators for +10 points, giving the option for the weapon to be fired at Short Range as Beam (1) instead of a Blast (5") – all other rules are unchanged.

Warmasters may select **Iconoclast** weapon options and vice versa.

Additional weapon options

Titan	Weapon	Range		Accuracy		Dice	Str	Traits	Points	Arc
		S	L	S	L					
Warhound Arm Weapons	Volkite Eradicator	12"	20"	-	-1	3	5	Voidbreaker (2)	20	Front
Reaver Arm Weapons	Apocalypse Missile Launcher	30"	120"	-	+1	5	4	Barrage	10	Front
Reaver Carapace Weapons	Melta Missile Rack	20"	80"	+1	+2	1	10	Carapace, Limited {1}, Fusion, Blast (3")	15	Circle
	Plasma Missile Rack	20"	80"	+1	+2	1	8	Carapace, Limited {1}, Maximal Fire, Blast (3")	15	Circle
	Barrage Missile Rack	20"	80"	+1	+2	3	5	Carapace, Limited {1}, Blast (5"), Barrage	15	Circle
	Inferno Gun	T	-	-	-	3	7	Carapace, Firestorm	20	Circle
	Plasma Blastgun	8"	24"	-	-1	2	8	Carapace, Blast{3"}, Maximal Fire	30	Circle
	Volkite Eradicator	12"	20"	-	-1	3	5	Carapace, Voidbreaker (2)	20	Circle
Warlord Arm Weapons	Saturnyne Lascutter	2"	-	+2	-	3	9	Melee, Rending	35	Front
		T	-	-	-	2	9	Firestorm		
	Volkite Destructor	16	24"	-	-	3	6	Voidbreaker (2), Beam (1) {Draining}	40	Front
Warlord Carapace Weapons	Barrage Missile Racks	20"	80"	+1	+2	6	5	Carapace, Paired, Limited {1}, Blast (5"), Barrage	30	Corridor
	Melta Missile Racks	20"	80"	+1	+2	2	10	Carapace, Paired, Limited {1}, Fusion, Blast (3")	30	Corridor
	Plasma Missile Racks	20"	80"	+1	+2	2	8	Carapace, Paired, Limited {1}, Maximal Fire, Blast (3")	30	Corridor
	Warp Missile Support Racks	20"	80"	+1	+2	2	X	Carapace, Paired, Limited {2}, Warp	40	Corridor
	Paired Melta Cannons	12"	24"	-	-	2	11	Carapace, Paired, Blast {3"}, Fusion	70	Corridor
	Paired Plasma Blastguns	8"	24"	-	-1	4	8	Carapace, Paired, Blast{3"}, Maximal Fire	75	Corridor

Revised unit entry

Acastus Knight Banner (10 points plus 90 points each)

1-4 Porphyrion or Asterius and Twin Autocannon or Twin Lascannon or Twin Volkite Culverin

Weapons		Range		Accuracy		Dice	Str	Traits	Points	Arc
		S	L	S	L					
Porphyrion	Twin Magna Lascannon	6"	30"	+1	-	4	7	Paired	-	Full
	Ironstorm Missiles	6"	30"	-	-	1	4	Blast {3"}, Barrage		Full
Asterius	Twin Conversion Beamer	24"	36"	-	-1	2	7/*9	Paired. Long: Blast {3"}	-	Full
	Karacnos Mortar Battery	6"	36"	-	-	3	3	Barrage, Rending		Full
Twin Lascannon		6"	12"	-	-	2	6	-	10	Full
Twin Volkite Culverin		4"	8"	-	-	2	4	Voidbreaker (1)	5	Full
Twin Autocannon		Activate in the Combat Phase, one automatic S4 hit on one enemy unit within 6"							-	Full